

Yusra Suhail

936-320-5034, yusra.suhail99@gmail.com, <https://yusrasuhail.com>, [linkedin.com/in/yusra-suhail99/](https://www.linkedin.com/in/yusra-suhail99/), github.com/yusras99

PROFILE

Highly motivated and self-directed Software Developer skilled in design, programming, and debugging. Exhibited problem-solving skills through leading multiple projects as an IT consultant, Research Assistant, and a student. Exceptional detail-oriented communication ensuring high-quality work. Passionate about working on Human-Centered designs.

EDUCATION

University of Rhode Island, Kingston, RI
Major: Master of Science in Computer Science

May 2025

University of Rhode Island, Kingston, RI
Major: Bachelor of Science in Computer Science with a minor in Cyber Security
Honors: CGPA: **3.93/4.00**, Deans List (All semesters), Centennial Scholar, Summa Cum Laude

May 2023

SKILLS

- Python, C++, C, Rust, Snakemake, Asteroid, Database Designing, SQL, Java, JavaScript, HTML, Bash Scripting, OOP
- Windows, Mac, Linux, Git, GitHub, Microsoft Office, Pandas DB, Bootstrap, Collab Notebooks, Trello, Database Management, Machine Learning, Numpy, Data Structures, Algorithms, Computer Hardware, Operating Systems

WORK EXPERIENCE

UNIVERSITY OF RHODE ISLAND

Graduate Research Assistant (Human-Centered Experiential Technologies Lab) **August 2023– Present**

- Leading project in readability studies for HCI research in the HAX lab using JavaScript and Rust, to customize user experiences.

Graduate Research Assistant (Bioinformatics Lab) **July 2023 – August 2023**

- Adapted to Snakemake and developed an efficient mitochondrial variant analysis pipeline within a four-week timeframe

Lead Information Technology Service Desk Consultant **November 2022 – May 2023**

- Served as the main point of contact for URI Information Technology Services (ITS) to facilitate communication, addressed mutual concerns, and fostered collaborations between multiple departments
- Utilized Azure Active Directory to Administer URI domain for supported users, including occasional management functions

Research Intern **September - December 2022**

- Refactored an application written in JavaScript using React and Redux to make the code precise, easy to read and usable for Psychology researchers to analyze data

Senior Information Technology Service Desk Consultant **August 2022 - November 2022**

- Planned, organized, and managed the activities of a project team of six; made assignments to other technologists and support staff; evaluated progress, and reported on all team activities
- Routinely analyzed and ascertained the department's IT needs and implemented appropriate solutions in a timely fashion

Teaching Assistant **September 2021 – May 2023**

- Aided professor in grading and record-keeping for Social and Ethical Issues in Computing class
- Participated in TA meetings for efficient class management

Information Technology Service Desk Consultant **September 2021 - August 2022**

- Provided IT support to all employees, including through remote assistance, and maintained IT equipment
- Managed secure development and maintenance of servers and network for optimal functioning

PROJECTS

Anime Recommender System **October 2023 – December 2023**

- Engineered an Anime Recommender System employing collaborative filtering techniques of Machine Learning
- Emphasized user-based filtering in python while exploring item-based methods for enhanced recommendation accuracy

Computational Geometry **January 2023 – July 2023**

- Created C++ libraries for polygons on Open Gl platform with Computational Geometry expertise
- Utilized robust debugging functionality provided by XCode to identify and remedy code errors, including segmentation faults

Universal Virtual Machine (UM) in Rust **April 2022**

- Developed UM with 8 registers, segmented memory, I/O device, and a 32-bit program counter to parse byte level instructions

URI Memorial Union Website Redesign **September 2021 - May 2022**

- Collaborated with a team member and redesigned school website to improve public engagement by implementing a new theme, enhancing layout, interactivity and visual appeal using HTML and GUI

Submarine Survival **September - December 2021**

- Created a Java game with a team utilizing Agile, software development life cycle, object-oriented approach, and unit testing
- Produced a comprehensive Software Requirement Specification with UML diagrams and functional requirements